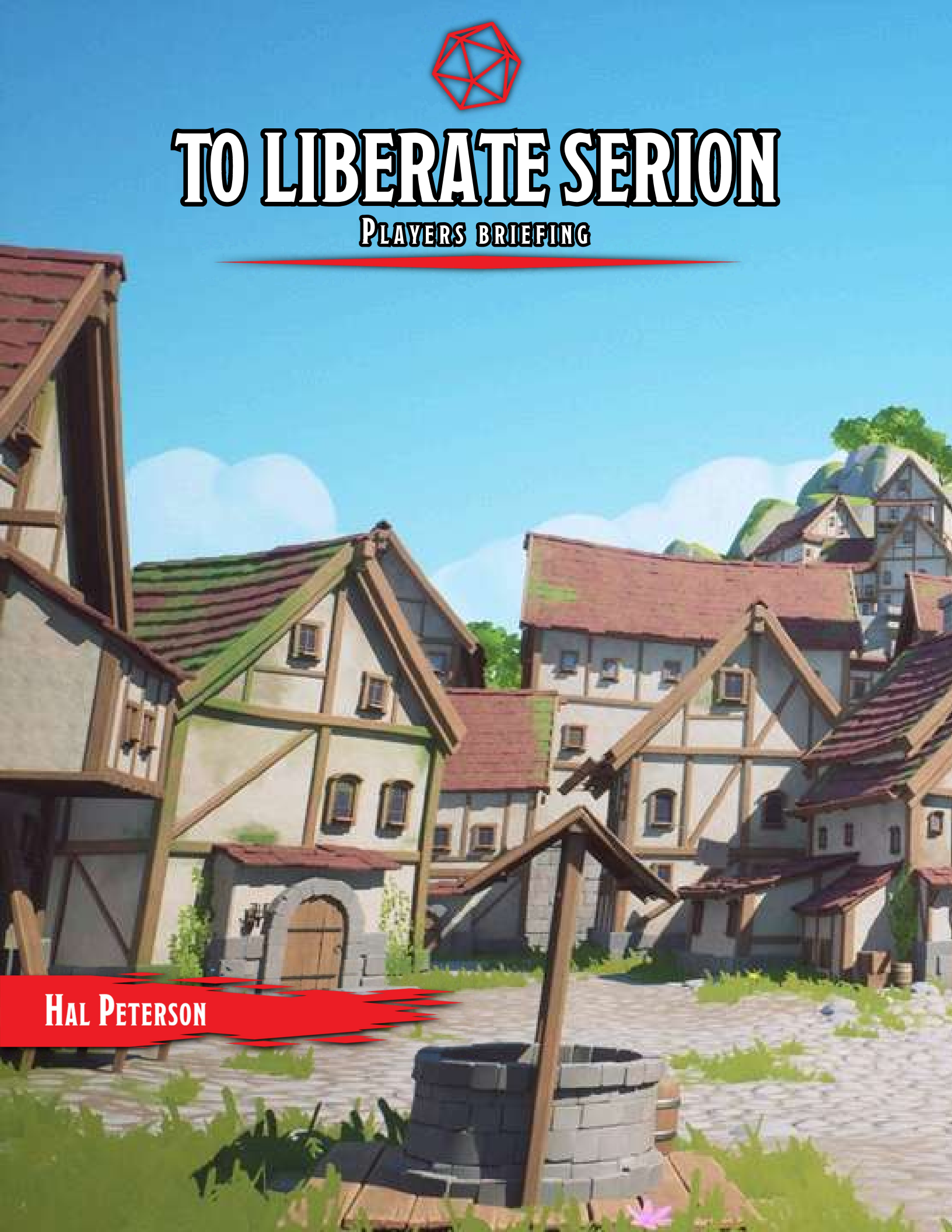
TO LIBERATE SERION

Players briefing



Hal Peterson

TO LIBERATE SERION

Player Edition

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Introduction

This book is to introduce everyone in the DND club to this homebrew campaign ive written; this campaign is called, “To liberate Serion” as the cover suggests, This book will be split into 3 main parts; and will only contain that of part 1 of the story.

I reserve the right to not include characters as i see fit to not spoil anything; my arts sucks so mostly ill be using official images or fanmade renders; I can assure ZERO A.I was used in the making of this homebrew.

I specifically designed this story so any preexisting characters can fit in with the plot; so if anyone in the club has a character they’ve been itching to use but haven’t yet; this campaign is a good option

WORLD INTRODUCTION

As the party; the premise is that you are the king’s regiment; a unit devised by him; the allied nation of Serion was just taken by the forces of the triple alliance between the Dwarves, Elves, and gnomes, your given job is to work with other parts of the kings army to liberate serion from the invaders

while on this adventure you can meet new people; and do anything you want; as I have planned for these scenario and am ready to react accordingly; though be warned, this is no RPG, your actions do have consequences...

PART 1

Towns

Typyek

the city of typyek is a rather iremarkable city except for the fact that it was a Serionic border town settled by humans from Rashaman; Up until being taken by the triple aliance; it was notable for being a bastion from opression; being primarily settled by outsiders

About

The typyek plaza was at one point at capacity with rashamenic cultures alongside the native culture of the Serionics as a meltingpot of cultures before the war started, after the war reached Typyek; the town as a whole was largely evacuated; with much left behind as mostly a ghost town except for the few too stubborn to stay; aswell as a small garrison left behind to hold the town from the invading force

Garrison

The holding force isnt that vast for this town; as there were few volunteers even remaining in its borders to take garrison; and thats not counting the old or sick;

the garrison is very few, reports show at most 5 defenders on schedule

Cheriak

The city of cheriak is slightly bigger than Typyek, but also further inland aswell. Its population is primarily elvish

ABOUT

Cheriak has a steady population of around 260 people at any time; before the war; it was steadily growing as an immigration hub; but as the war reached the territory; unlike the neighboring typyek, an evacuation order wasn't issued in time; resulting in most still in the town with a larger defense force as a result

GARRISON

The holding force a large portion of the town; while most given only barebones training, they still count a formidable force with their numbers;

A large portion of the population in this town have also pciked up arms as citizen militias; all of which are formidable allies for whoever they align with.

Celford

Celford is a larger city but still on the smaller side; the population is primarily humans; its a minor city on the players journey but the biggest sales hub; with merchants and other artisans in its hayday before the war; considered the most tolerant peoples in Serion.

About

When the war hit them; they fought as hard has they could; but after being taken it was given the special allotment of no garrison under th triple aliance; as it was considered aligned well anough to allow the town council to oversee garrisons after being retaken it not only serves as a market hub but a big black market supplier for the rest of the rebels in the human territory in the rural border area.

Garrison

Speaking of garrisons, their garrison is light and just a defense force; it was easily overtaken by both sides and has an exterior wall with towers for defense;

Strona

The village of strona is not as small as Typyek but not as big as Celford; it was known for its good food and entertainment before the war; which made it a popular tourist destination

ABOUT

Once the war reached Strona it was taken easily; as it was in a strategic position between the capital of Serion and the border; It was heavily garrisoned; with its large food stockpiles the triple alliance was able to hold out in it until it fell.

GARRISON

As mentioned before this city has more than just a garrison; it has an active force currently residing in the city; with about 300 troops currently residing in the city it is suggested to avoid direct confrontation without ample backup.

Ardmouth

Ardmouth is the sister city to the capital of Serion: Ardhull, it was a bustling city and participated in large amount of trade; even being one of the main cities on the route of the continental trade; at one point; it had a good economy and large population

About

Once the war reached the town; they put up a valient defense but got taken by the triple alliance; the prescence of the city during that time was mainly to continue trade; after the liberation excursion from the human kingdom was just outside the city; citizens were relocated to keep them safe and a controlled retreat was started, allowing the city to fall for more men and resources to defend the capitol of Serion: Ardhull

Garrison

After the controlled retreat the town is a ghost town; the only remaining people are those who refused the evacuation order; a town meant for thousands of people empty

however the ones who decided to stay may end up with a worst problem on their hands...

PART 2
Notable Stuff

Notable features and additions

this campaign has many notable features; such as the use of the mass combat rules from unearthed arcana
You can access aforementioned rules from Here

a notable homebrew monster added is a mimicry zombie: described here; any extra suggested homebrew can be considered and if its balanced I'll add it.

Prexisting characters

This campaign welcomes any Prexisting characters as heavily mentioned; ill just need forewarning so i can help work in existing character motivations; this also applies to:

Existing characters

new characters are also welcomed; new character motivations and designs are also welcomed; each characters motivations will be intwined with the story; ill work with you to let you have what you want in a character

No guardrails

I will alow the players to be good or evil; fight for who they want; do what they want. within reason of course; and based on time constraints

for example: You can play any alignment or go anywhere in contrast to the last campaign

Note from Liam

It is to note that i am working on this at 5AM, i aplogize if this is short as I also have to work on the player pamphlet for "unforeseen consequences" the half life campaign.

Characters

General Whittaker

About

General Whittaker is a human general who is the general of the 151st battalion of the royal military;
Just recently promoted to General; She went to a prestigous military school under her noble lineage in the capital city;

Details

Full name: Samantha Whittaker

Origin: Akandia(Capital of human Empire)

Expertise: Hand to hand combat and swordfighting

alignment: Lawful Good

Funny Thing

General Whittaker was originally male; the original draft had male pronouns used for her, and I didnt notice the art i had used was very clearly female until I had put it in; so in the end i just hastily went through all instances of general whittaker and switched it to female pronouns; so take that as you will.

King Phaethon

About

King Phaethon is the king of the Human empire; He became king at as young as 5; and for as long as he has been king there has been tenions with the elves, gnomes, and Dwarves

Details

Full name: Elias Phaethon

Origin: Akandia(Capital of human Empire)

Expertise: Government

alignment: Lawful Evil

To Liberate Serion

Do I actually need to put stuff here?

For DND 5E; HPMS DND Club

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